Slip no – 20

Q1. Create Android Program to Change the Image on the Screen.

* Add two image in drawable folder image1, image2 name .png format

activity\_main.xml

<?*xml version*="1.0" *encoding*="utf-8"?>  
<RelativeLayout *xmlns:android*="http://schemas.android.com/apk/res/android"  
 *xmlns:tools*="http://schemas.android.com/tools"  
 *android:layout\_width*="match\_parent"  
 *android:layout\_height*="match\_parent"  
 *tools:context*=".MainActivity">  
  
 <ImageView  
 *android:id*="@+id/imageView"  
 *android:layout\_width*="348dp"  
 *android:layout\_height*="270dp"  
 *android:layout\_alignParentStart*="true"  
 *android:layout\_alignParentEnd*="true"  
 *android:layout\_marginStart*="49dp"  
 *android:layout\_marginEnd*="13dp"  
 *android:scaleType*="centerCrop"  
 *android:src*="@drawable/image1" />  
  
 <Button  
 *android:id*="@+id/changeImageButton"  
 *android:layout\_width*="wrap\_content"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_below*="@+id/imageView"  
 *android:layout\_alignParentStart*="true"  
 *android:layout\_alignParentEnd*="true"  
 *android:layout\_alignParentBottom*="true"  
 *android:layout\_marginStart*="150dp"  
 *android:layout\_marginTop*="66dp"  
 *android:layout\_marginEnd*="120dp"  
 *android:layout\_marginBottom*="347dp"  
 *android:onClick*="changeImage"  
 *android:text*="Change Image" />  
  
</RelativeLayout>

MainActivity.java

*package* com.example.activitylifecycle;  
*import* android.os.Bundle;  
*import* android.view.View;  
*import* android.widget.ImageView;  
*import* androidx.appcompat.app.AppCompatActivity;  
  
*public class* MainActivity *extends* AppCompatActivity {  
  
 *private* ImageView imageView;  
 *private int* currentImageIndex = 1; *// Initially set to display image1* @Override  
 *protected void* onCreate(Bundle savedInstanceState) {  
 *super*.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
 imageView = findViewById(R.id.*imageView*);  
 }  
  
 *public void* changeImage(View view) {  
 *// Toggle between image1 and image2  
 if* (currentImageIndex == 1) {  
 imageView.setImageResource(R.drawable.*image2*);  
 currentImageIndex = 2;  
 } *else* {  
 imageView.setImageResource(R.drawable.*image1*);  
 currentImageIndex = 1;  
 }  
 }  
}

Q3. Demonstrate Array Adapter using List View to display list of Country.

activity\_main.xml

<?*xml version*="1.0" *encoding*="utf-8"?>  
<LinearLayout  
 *xmlns:android*="http://schemas.android.com/apk/res/android"  
 *android:layout\_width*="match\_parent"  
 *android:layout\_height*="match\_parent"  
 *android:orientation*="vertical">  
 <TextView  
 *android:id*="@+id/textView"  
 *android:layout\_width*="fill\_parent"  
 *android:layout\_height*="wrap\_content"  
 *android:layout\_gravity*="center"  
 />  
</LinearLayout>

MainActivity.java

*package* com.example.slipno5;  
  
*import* androidx.appcompat.app.AppCompatActivity;  
*import* android.app.ListActivity;  
*import* android.os.Bundle;  
*import* android.view.View;  
*import* android.widget.AdapterView;  
*import* android.widget.ArrayAdapter;  
*import* android.widget.ListView;  
*import* android.widget.TextView;  
*import* android.widget.Toast;  
*public class* MainActivity *extends* ListActivity {  
 *// Array of strings...  
 //ListView simpleList;* String countryList[] = {"India", "China",  
 "australia"};  
 @Override *public void* onCreate(Bundle savedInstanceState) {  
 *super*.onCreate(savedInstanceState);  
 ListView lstview=getListView();  
 lstview.setChoiceMode(ListView.***CHOICE\_MODE\_MULTIPLE***);  
 lstview.setTextFilterEnabled(*true*);  
 setListAdapter(*new* ArrayAdapter<String>(*this*,android.R.layout.***simple\_list\_item\_1***,countryList));  
 }  
 @Override  
 *public void* onListItemClick(ListView l, View v, *int* position, *long* id) {  
 *//super.onListItemClick(l, v, position, id);* Toast.*makeText*(*this*,"you select : "+countryList[position],Toast.***LENGTH\_SHORT***).show();  
 }  
}